

Excalibur Electronics, Inc.
13755 SW 119th Avenue,
Miami, Florida 33186 U.S.A.
Phone: 305.477.8080
Fax: 305.477.9516

Play games live at:
www.ExcaliburElectronics.com

Excalibur



will be on the left side and Player 2 on the right side. The time elapsed will display onscreen throughout the game. Both players are in rank 1 position at the beginning of the game. Otherwise the game rules are the same as for Game One.

RESETTING THE UNIT

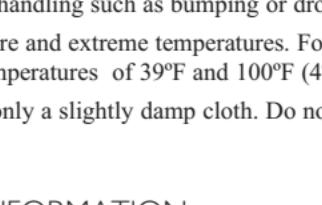
When the unit malfunctions

unexpectedly in any way, press the RESET key once to restart the unit.

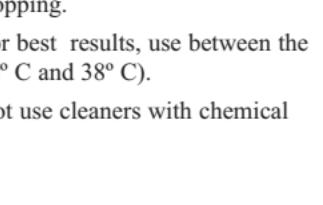
AUTOMATIC POWER OFF

If no key is pressed for three minutes, the unit will automatically turn off in order to spare your batteries. Press any key to return to your last game.

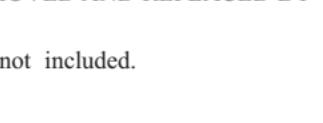
TO TAKE OUT THE CON-



1. Open the back with your thumb.

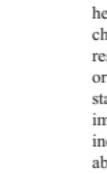


2. Remove the controller and pull out the cord up to about 9 inches.



3. Prop up the unit with the metal stand.

TO REPLACE THE CONTROLLER



4. Wind up cords as shown.



5. Fit the controller to match the diagram on the compartment.



6. Close the compartment so that no cords can be seen.

SPECIAL CARE & HANDLING

LIMITED 90 DAY WARRANTY

EXCALIBUR ELECTRONICS, INC., warrants to the original consumer that its products are free from any electrical or mechanical defects for a period of 90 DAYS from the date of purchase. If any such defect is discovered within the warranty period, EXCALIBUR ELECTRONICS, INC., will repair or replace the unit free of charge upon receipt of the unit, shipped postage prepaid and insured to the factory address shown at right.

Excalibur Electronics, Inc.

1375 SW 119th Ave.

Miami, Florida 33186 U.S.A.

Phone: 305.477.8080

Fax: 305.477.9516

www.ExcaliburElectronics.com

Ship the unit carefully packed, preferably in the original carton, and send it prepaid and adequately insured. Include a letter, detailing the complaint and including your daytime telephone number, inside the shipping carton.

If your warranty has expired and you want an estimated fee for service, write to the above address, specifying the model and the problem.

PLEASE DO NOT SEND YOUR UNIT WITHOUT RECEIVING AN ESTIMATE FOR SERVICING. WE CAN NOT STORE YOUR UNIT!

Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to 90 DAYS from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded. Some states do not allow limitations on the duration of implied warranties and do not allow the exclusion of incidental or consequential damages, so the above limitations and exclusions in these instances may not apply.

The only authorized service center in the United States is:

Excalibur Electronics
ABC WIDE WORLD
OF SPORTS
GRAND PRIX
RACING



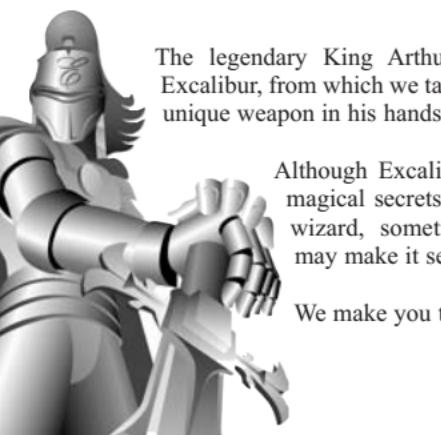
OPERATING MANUAL

www.ExcaliburElectronics.com

Model No. 335

Congratulations on your purchase of Excalibur Electronics' ABC Wide World of Sports GRAND PRIX RACING handheld game! Take the driver's seat as you control your driver's every move. You'll down-shift into a turn, accelerate in the straightaway and brake to avoid a collision as you compete against the computer or a friend! Plus you choose between four different courses, between automatic and manual transmission and from three different games.

Your new ABC Wide World of Sports Grand Prix Racing game is easy to use, but be sure to use it safely. Before starting, please read this manual thoroughly, especially noting safety, care and battery information. Keep this manual for reference.



The legendary King Arthur brandished a magic sword, Excalibur, from which we take our company name. With this unique weapon in his hands, he could not be vanquished.

Although Excalibur Electronics can't claim the magical secrets of Merlin, King Arthur's court wizard, sometimes our patented technology may make it seem as if we could.

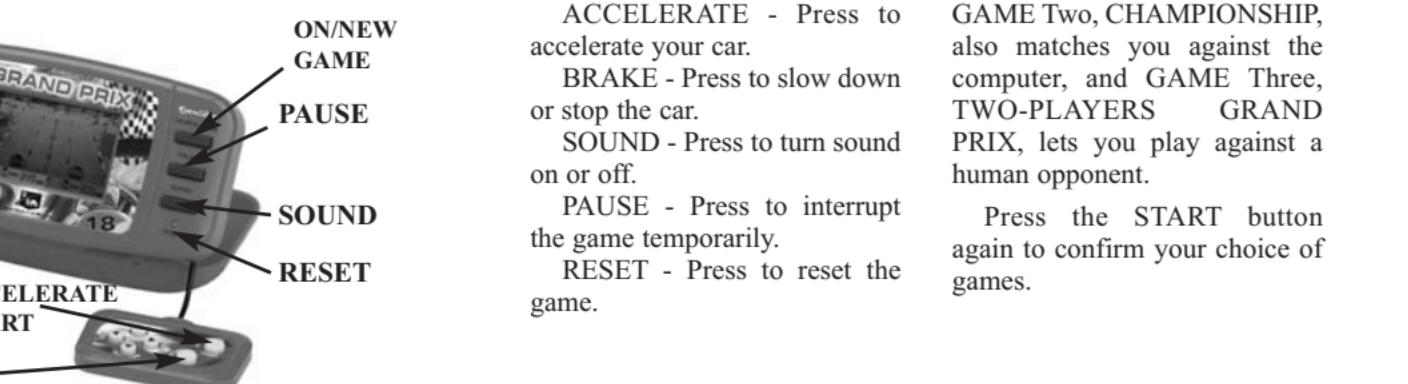
We make you think.

INSTALLING BATTERIES

Your Grand Prix Racing handheld game requires two AA batteries, not included. To install the batteries, carefully turn the game over so that the unit is face-down on a soft surface. Find the battery compartment on the back of the unit. Use a small Phillips screwdriver to remove the screw. Lift off the battery compartment lid. Install the batteries, making sure to match polarity (+ and -). Place the tab of the battery compartment lid in its slot and close the compartment door. Replace the screw and tighten.

Please Note: For best results, always use alkaline batteries. Be sure to check the expiration date because fresh batteries will ensure uninterrupted enjoyment of the product. Remove the batteries if the product will not be used for an extended period. If the product does not perform as expected, check for proper battery charge and correct battery installation, or try a fresh set of batteries.

LAYOUT OF ABC WIDE WORLD OF SPORTS



FUNCTIONS OF BUTTONS

GETTING STARTED

ON - Press to turn on the unit. NEW GAME: - Press and hold for one second to start a new game during game play.

START - Press to confirm or start the game.

JOYSTICK - Move the joystick left or right to select between games, your car's color, automatic or manual transmission or to turn your car left or right. Move the joystick up or down to shift gears.

Next move the joystick to the left or right to select Game One, Two or Three. In Game One, RACE AGAINST TIME, it is you against the computer. GAME Two, CHAMPIONSHIP, also matches you against the computer, and GAME Three, TWO-PLAYERS GRAND PRIX, lets you play against a human opponent.

ACCELERATE - Press to accelerate your car.

BRAKE - Press to slow down or stop the car.

SOUND - Press to turn sound on or off.

PAUSE - Press to interrupt the game temporarily.

RESET - Press to reset the game.

Press the START button again to confirm your choice of games.

PLAYING GAME ONE

GAMES ONE AND TWO:

The object: The object of the game is to finish a three-lap race in each round within five minutes.

Car position: Your car's current position will be shown by the flashing portion of the course icon.

Deceleration: If you'd like to slow your car down, press the BRAKE button or move the joystick to the gear down position.

Press START to confirm your car color choice. Next "AT" (automatic transmission) or "MT" (manual transmission) will flash on the display.

Move the joystick left or right to select Game One, Two or Three. In Game One, RACE AGAINST TIME, it is you against the computer.

Move the joystick left or right to make your transmission selection, and press START to confirm your choice.

WHEN the word "GO!" appears on the screen, press ACCELERATE to accelerate your car.

Refueling: The fuel icon will diminish gradually during the race and flash if your car is running out of fuel. You have to refuel when the fuel icon flashes.

To do this, move the joystick left or right to move your car either up or down to shift gears.

Also, Lap 1, 2 or 3 will appear on screen to indicate which stage you are in.

Time: The time elapsed will be shown on your screen. If the

(right player) displayed on the upper left and upper right hand sides of the screen, respectively.

time format changes to --, this indicates that you need to turn your car to the right or left.

Game end: The game is over if you are unable to finish the three-lap race within the time allowed, if you don't place first, second or third in each round, or if your car runs out of fuel.

PLAYING GAME TWO

Similar to Game One described above, the object of the game is to be the first player to reach the FINISH in each round, or you are unable to go on to the next round. There are four rounds in this game. The game rules are the same as Game One.

The speed of each gear is as follows:

Gear 1: 0 - 64 mph

2: 65 - 130 mph

3: 130 - 200 mph

4: 200 - 270 mph

5: 270 - 349 mph

PLAYING GAME THREE

If you selected AT, the computer will shift gears automatically. If you selected MT, move the joystick up or down to shift gears up or down. A gear indicator 1, 2, 3, 4, or 5 will flash on screen to divide the two halves. Player 1

prompt you to shift the gear five times, the repair icon will appear on the screen. Move your car here to make repairs. (70 mph is the maximum speed allowed, if you don't place first, second or third in each round, or if your car runs out of fuel.)

Car repair: If you are using manual transmission (MT) you can shift your gear up to number 5.

The speed of each gear is as follows:

Gear 1: 0 - 64 mph

2: 65 - 130 mph

3: 130 - 200 mph

4: 200 - 270 mph

5: 270 - 349 mph

PLAYING GAME THREE

The object of Game Three is to compete against your friend and be the first to reach the finish. There are no other computer racers in this game. The screen is divided into two halves. Player 1